



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants: Bayard S. Webb, et al.
Appl. No.: 09/680,601
Filed: October 6, 2000
Title: GAMING DEVICE HAVING A GRADUATING AWARD EXCHANGE
SEQUENCE WITH A TEASE CONSOLATION SEQUENCE AND AN
INITIAL QUALIFYING SEQUENCE
Art Unit: 3714
Examiner: Steven L. Ashburn
Docket No.: 0112300-142

Commissioner for Patents
Washington, DC 20231

RESPONSE TO OFFICE ACTION

RECEIVED
JAN 21 2003
TECHNOLOGY CENTER R3700

Sir:

In response to the Office Action dated August 12, 2002, and in accordance with the personal interview courteously granted applicants' representatives on October 23, 2002, please amend the above-identified patent application as follows:

In the Specification:

Please replace the paragraph beginning at page 3, line 5 with the following rewritten paragraph:

C
In the first known game, the "go-until" or "do-until" bonus round can end quite quickly if the player selects a terminator early in the bonus round. The player blindly selects masked awards until selecting the bonus terminator, which is immediately displayed. The player knows nothing about the location of any particular award, and there is no logical incentive to select any particular masked award as opposed to any other masked award. Choosing a masked award also poses no risk to a previously accumulated award. That is, there is not incentive to stop selecting. The only logical course is for the player to continue selecting until selecting a terminator. The player's involvement in the bonus round and thus the player's level of enjoyment and excitement from the bonus round is thus limited.

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01 FC:1202
02 FC:1201

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